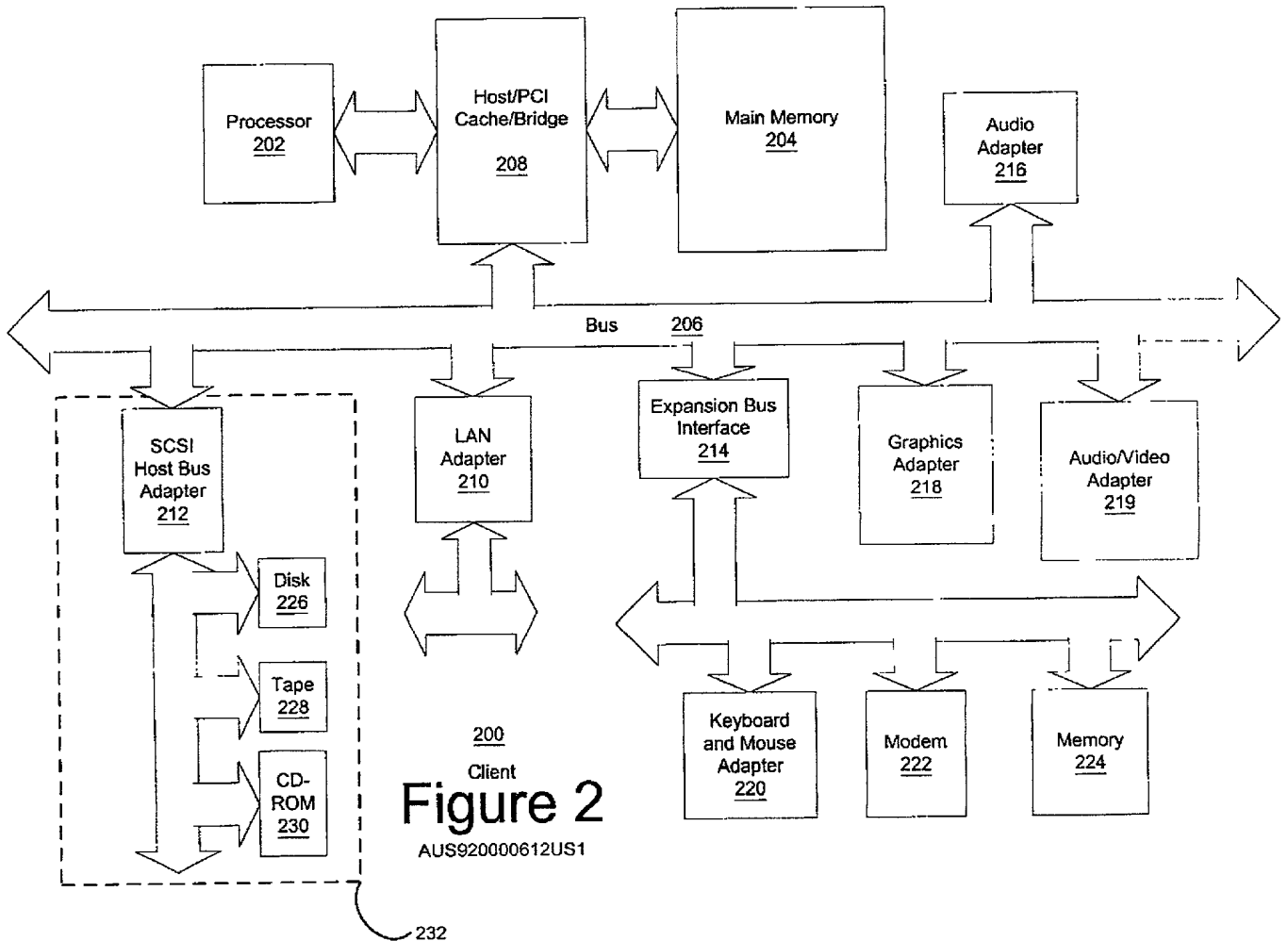
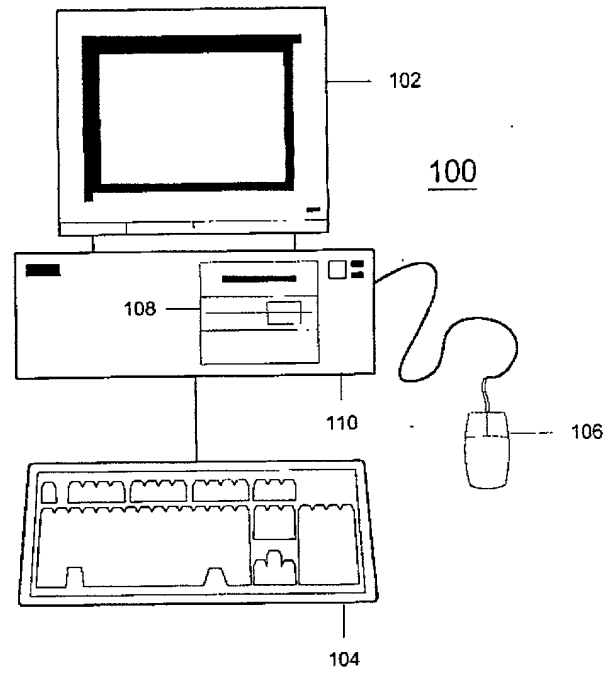


# Figure 1

Ault  
AUS920000612US1  
Generating Partial for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
Page 1 of 4



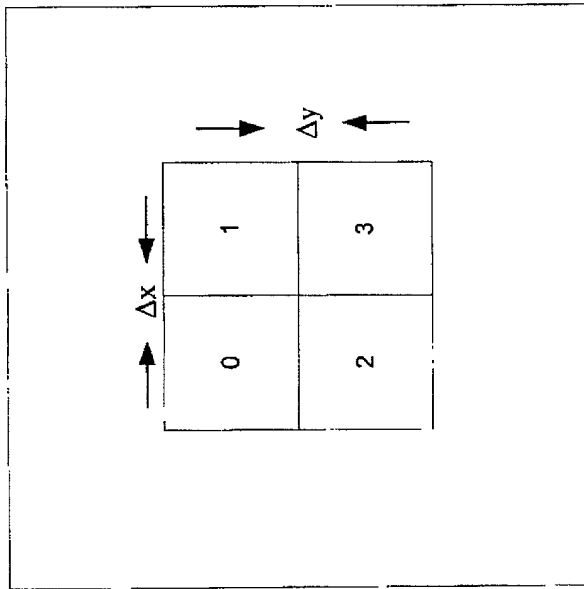


Figure 3

Ault  
AUS92000612US1  
Generating Partials for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
Page 2 of 4

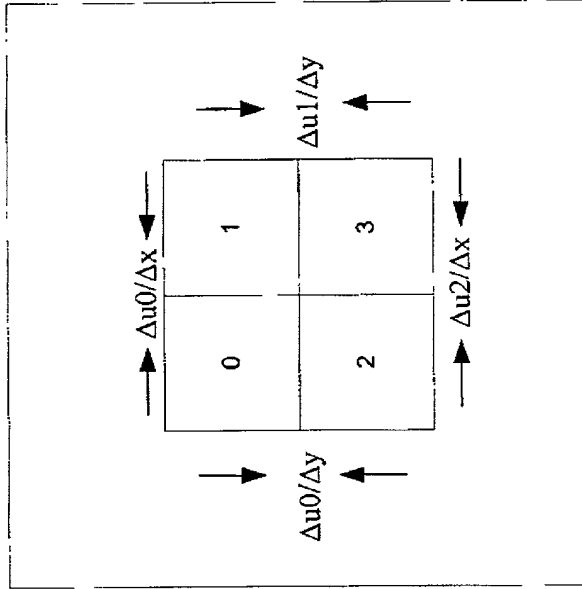


Figure 4

Ault  
AUS92000612US1  
Generating Partials for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
Page 2 of 4

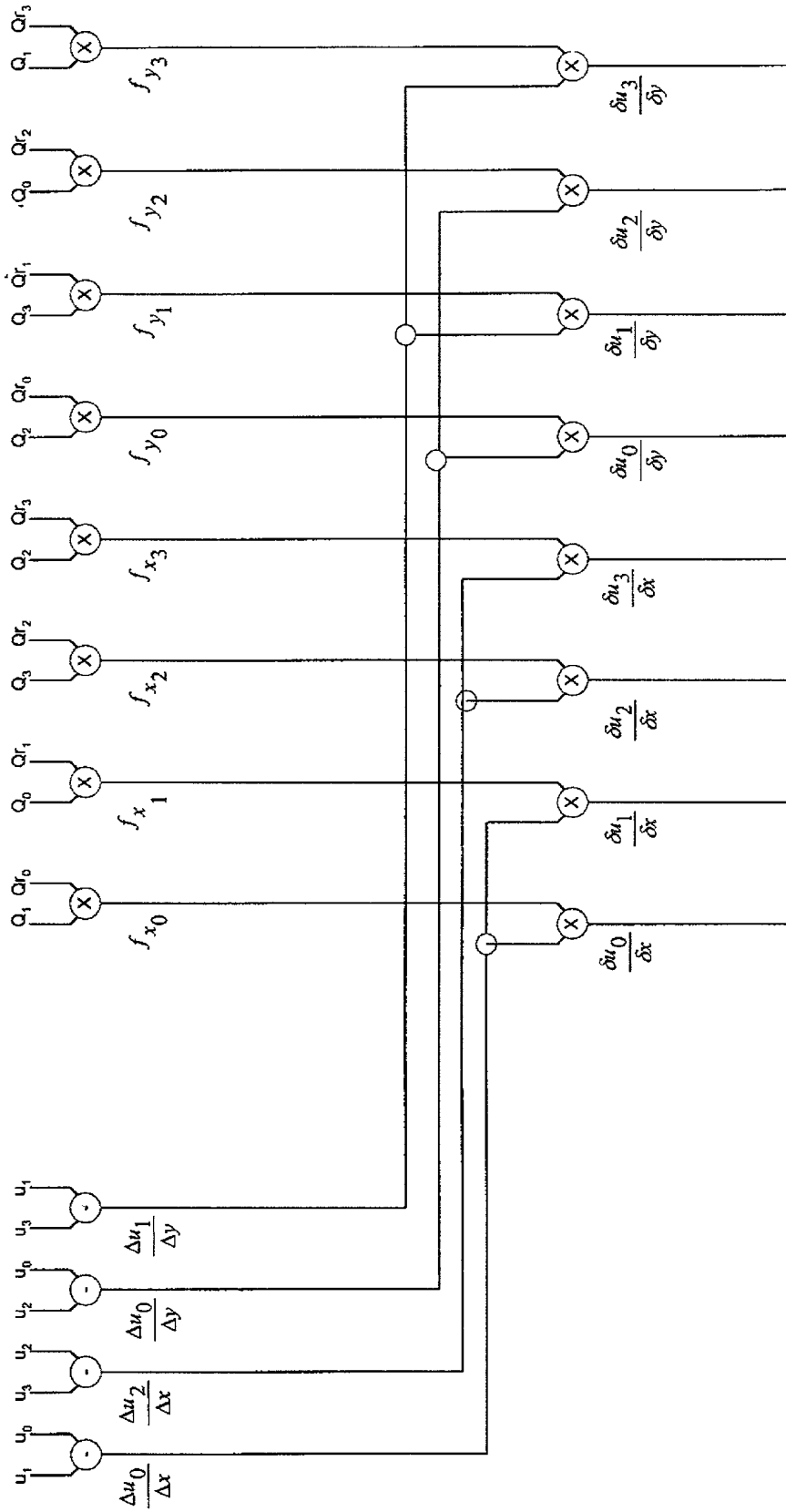
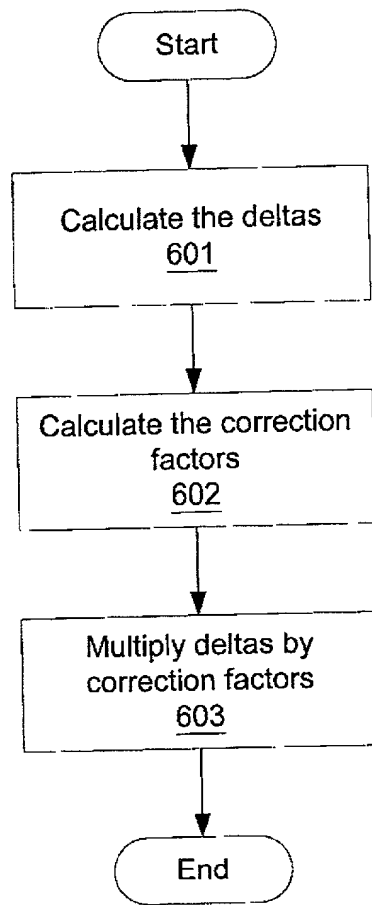


Figure 5

Ault  
AUS92000612US1  
Generating Partial for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
Page 3 of 4



**Figure 6**

Ault  
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Generating Partial for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
Page 4 of 4